



Nathan Schumaker &lt;[REDACTED]&gt;

## Testing a few modifications...

1 message

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Tue, Jul 6, 2010 at 9:18 AM

To: Bruce Marcot &lt;brucem@spiritone.com&gt;, Brian Woodbridge &lt;Brian\_Woodbridge@fws.gov&gt;

Cc: "[REDACTED]" &lt;[REDACTED]&gt;

Hi Bruce, Brian,

I'm now running some tests with HexSim scenarios that:

- Have territory size set to a single 86.6 ha. hexagon
- Have a territory quality minimum of 60 (the mean MaxEnt score)
- Use a single resource target, currently set at 1000 (e.g. 16.67 hexagons scored 60)
- Use resource acquisition break points of 30% (low / medium) and 60% (medium / high)
- Compare the existing survival rates to those inflated to simulate no barred owls.

The survival rates I used were:

	OLD	NEW
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Stage 0 ; Resource Low	0.366	0.407
Stage 0 ; Resource Med	0.499	0.555
Stage 0 ; Resource High	0.632	0.703
Stage 1 ; Resource Low	0.544	0.605
Stage 1 ; Resource Med	0.718	0.798
Stage 1 ; Resource High	0.795	0.884
Stage 2 ; Resource Low	0.676	0.752
Stage 2 ; Resource Med	0.811	0.902
Stage 2 ; Resource High	0.866	0.963
Stage 3 ; Resource Low	0.819	0.911
Stage 3 ; Resource Med	0.849	0.944
Stage 3 ; Resource High	0.865	0.962

Where OLD implies with-barred-owls, and NEW implies without-barred-owls.

I'm getting about 1300 females NSOs with barred owls, and 6000 (and climbing) NSOs without barred owls...

Nathan

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